PATENT APP	PLICATION	FEE DET	ERMINATION RE	CORD A		ocket Number 28,338 662JME
		Column 1)	(Column 2)		E11662JM	
FOR	NU	MBER FILED	NUMBER EXTRA	RATE (\$)	FEE (\$)
BASIC FEE 37CFR 1.16(a) (b) or (c))		N/A	N/A	N/A		
SEARCH FEE (37CFR 1.16(k), (i), (EXAMINATION FE	or (m))	N/A	NA NA	N/A		
(37CFR 1.16(o), (p)	or (q))	N/A	N/A	N/A		
(37CFR 1.16(i))		us 20 =	•	X	=	<u>.</u>
(37CFR 1.16(h))		us 3 =	•	×	= '	
APPLICATION SIZ FEE (37CFR 1.16(s))	ZE 100 fee eacl ther	sheets of par due is \$250 (\$ n additional 56	n and drawings exceed ber, the application size \$125 for small entity) for 0 sheets or fraction J.S.C. 41(a)(1)(G) and			
MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))						
"If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL						
MENDMENT	A (Column 1)		(Column 2)	(Column 3)		
	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE (\$)	ADDITIONAL FEE (\$)
Total (37 CFR 1.16(i))	* .	minus	**	= 0	X \$50 =	0
Independent (37 CFR 1.16(h))		minus	***	= 0	X \$200 =	0
Application Size Fee	(37 CFR 1.16(s))	DENDENT CLAS	MC /97 CED 4 40//		N/A	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIMS (37 CFR 1.18(j)) TOTAL					L ADD'L FEE	
MENDMENT	B (Column 1)		(Column 2)	(Column 3)		
	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE (\$)	ADDITIONAL FEE (\$)
Total (37 CFR 1.16(i))	* 15	minus	•• 24	= 0	X \$50 =	0
Independent (37 CFR 1.16(h))	• 1	, minds	••• 3	= 0	X \$200 =	0
Application Size Fee FIRST PRESENTATION	(37 CFR 1.16(3))	DENIDENT OF ALL	MC (97 OED 4 46/3)		AlfA	
FINOI FREDERIATION	OF MOLTIFLE DE	FENDENI CLAII	vio (3/ CFR 1.16(j))	ΤΌΤΑ	N/A L ADD'L FEE	0
			2, write "0" in column 3. SPACE is less than 20, enter		LADULFEE	U

If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
 If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
 The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.